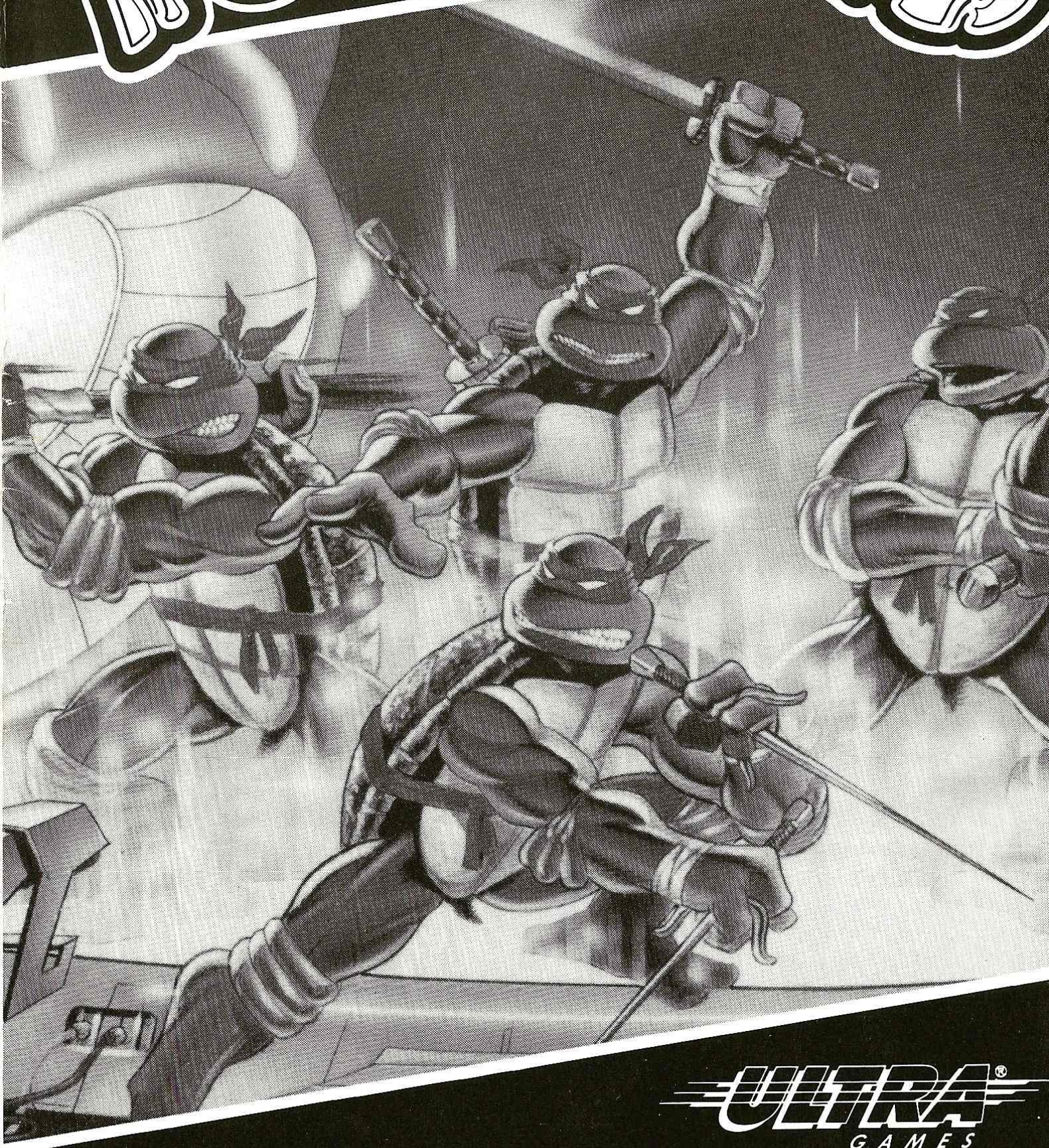


TEENAGE MUTANT NINJA MURDERERS



ULTRA
GAMES

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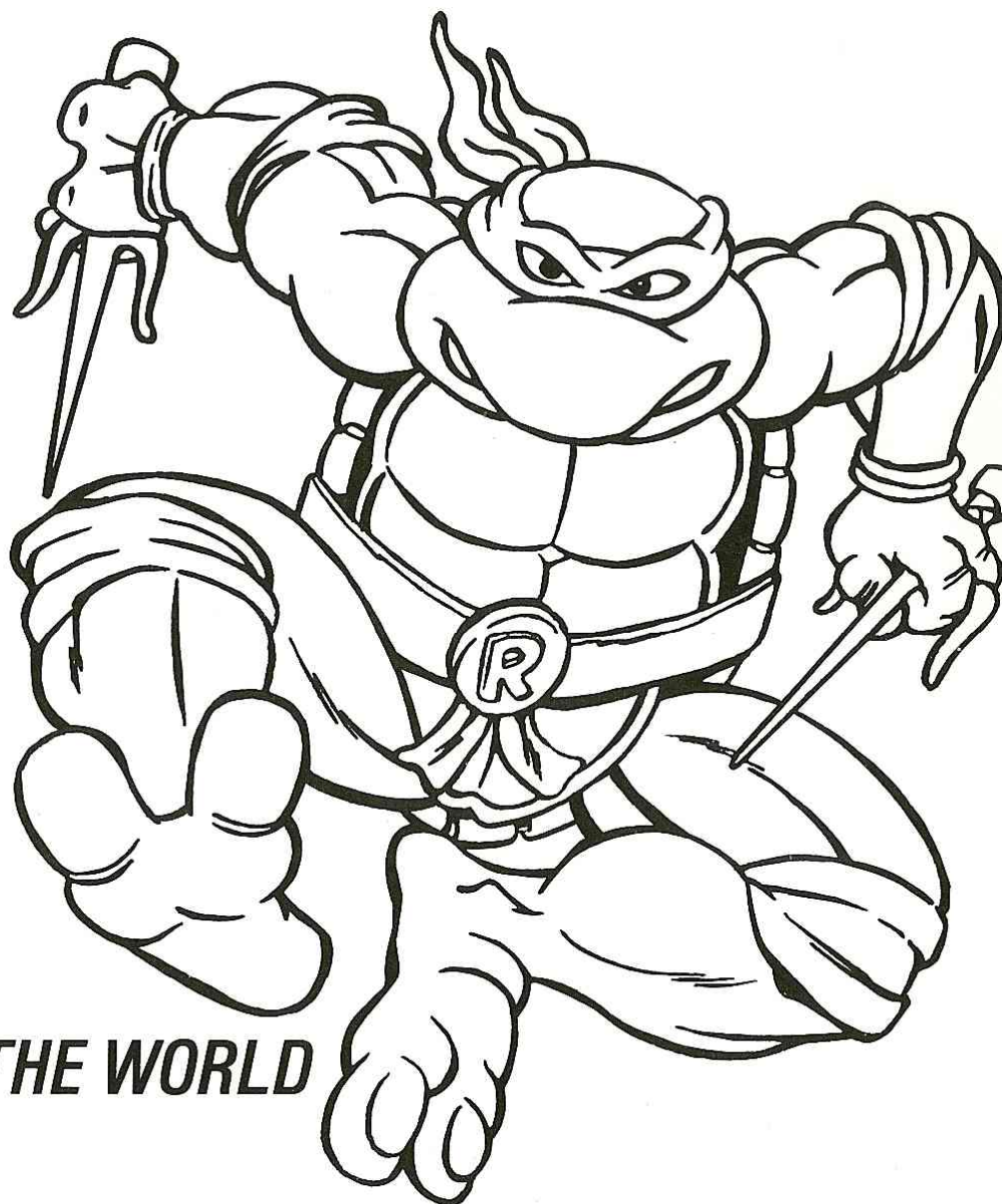
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WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic personal computer version of Teenage Mutant Ninja Turtles.[®] We suggest that you read the following instructions from Master Splinter[™] before battling through the sewers of New York.

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PREPARE TO SHELL OUT SOME PUNISHMENT

Steam rises from Wall Street sewers like hot breath from a pack of wild dogs. Just below the pavement's puddle strewn surface, the Teenage Mutant Ninja Turtles® have gathered around the leftovers of a family-reunion-sized sausage pizza with extra sauce. Usually these party dudes would inhale the mozzarella platter as if it were the last "za" on Earth, but not tonight.

You see, only hours ago, their trusted friend, April O'Neil,TM was kidnapped from her mobile news van by the vile, ruthless, terrorist bully SHREDDERTM! He's a Slice-O-Matic crum, a villain more vicious than an army of mind altered Bruce Lees.

With their lovely cohort held hostage, the fearless foursome must concoct a way to rescue April before Shredder brain-washes her into joining his Ninjitsu Foot Clan. They'll combine this treacherous task with the mission they've been on since their mutated beginnings—to thrash Shredder and capture his Life Transformer Gun, the lone piece of technology that can turn their rat friend, Splinter,TM back into the man he used to be.

So take control of these heroes in a half shell, and either claim total victory over New York's premier Kick Man...or lead them onto the menu at McTurtles (Home of the Quarter Flounder with Cheese).

HOW TO PLAY

Your initial goal is to rescue the fair maiden, April, a hip version of a medieval damsel in distress. But your ultimate objective is to battle through the streets and sewers of New York until you score a victory at the TECHNODROME,TM home of the evil Shredder and his Life Transformer Gun.

To reach this territory of terror, you must overcome six levels of adventure without getting all four turtles captured by Shredder's Foot Clan Warriors. Each level has several stages. Along the way, your every instinct will be challenged both above ground and below, and imprisonment will happen swiftly if your Life Line runs down or you're run down by a Roller Car.

Once a turtle is captured, he is out of action until you find and rescue him. (Prisoners could be anywhere. To release them, simply touch their hand.)

At the end of each level (except Level 2) you'll unfortunately find a Karate Boss who is anxiously waiting to turn you into turtle soup.

A FINAL SLICE OF ADVICE: Keep an eye out for weapons, ropes and life-sustaining pizza pies as you go.

LOADING INSTRUCTIONS FOR COMMODORE 64/128®

What You Need

Commodore 64, 128 or 128D computer; 1541 or 1571 disk drive; monitor or TV (color recommended); one joystick required.

Loading

Turn off your computer and remove all cartridges. Plug the joystick into Port 2. Turn on your computer, disk drive and monitor.

If you have a Commodore 128, type **G064** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN**.

Insert the disk into the drive, label side up. Type **LOAD "*" , 8, 1** and press **RETURN**.

NOTE: Do not attempt to load the game with an external fast load cartridge, or any other cartridge, as the game will not load.

LOADING INSTRUCTIONS FOR IBM®PC / TANDY 1000®/100% COMPATIBLES

What You Need

IBM PC, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joystick optional but recommended; 384K RAM for CGA or Hercules Graphic Modes; 512K RAM for EGA or Tandy 16 Color Graphic Modes.

Loading

Plug your joystick, if you have one, into your computer. Turn on your computer and monitor. Boot DOS 2.0 or greater. Insert the disk into any disk drive, label side up. Log onto the drive, type **PLAY**, and press **RETURN**.

Selecting Your Graphics Mode

To select either Hercules, CGA, EGA or Tandy 16 Colors, use the arrow keys, then press the **RETURN** Key.

IBM Keyboard Control

If you are using the keyboard instead of a joystick, select the keyboard option and then use the keys for game control.

ATTENTION IBM HARD DISC USERS!

If you own a hard disk drive, you may copy the game disk to your hard drive.

To copy the game, insert game disk #1 into your drive and log onto the computer. Type **INSTALL C:** and press **RETURN**.

NOTE: C: is where hard disks are normally located. If your hard disk is assigned a different letter, replace C: with the letter of your hard disk followed by a colon.

You will then be prompted to insert other disks when necessary. The **INSTALL** program will automatically create a sub-directory on your hard disk called **TMNT**. When this function is completed, the computer will prompt you. (Sometimes this is a long process, so please be patient.)

To play the game, log C: then type **CD \TMNT**. Finally, type **PLAY** into the sub-directory and start the game using the proper loading instructions.

LOADING INSTRUCTIONS FOR AMIGA™®

What You Need

Amiga 500, 1000 or 2000 computer; 512K RAM memory; one disk drive; monitor or TV (color recommended); joystick required.

Loading

Plug the mouse into Port 1 and the joystick into Port 2. Turn on your computer and monitor. Insert disk #1 into the disk drive. The program will automatically load. Insert disk #2 into the disk drive when the prompt **PLEASE INSERT DISK 2 INTO ANY DRIVE** is displayed.

If you have two disk drives, insert disk #1 into drive 1 and disk #2 into drive 2.

PSSSST! HERE ARE THE PASSWORD INSTRUCTIONS

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the center of the manual) by looking at the correct row number and column letter.

For example, if you are given Mission B5, then look across to column B and down to row five to find the correct password number.

Enter the password number and press **RETURN** to start your adventure.

A game screen will appear requesting you to select one of the following:

START A NEW GAME
CONTINUE A SAVED GAME

HOW TO BEGIN

Once you've entered the password and chosen CONTINUE or NEW GAME, press the Joystick Fire Button (Amiga & Commodore) or any key (IBM) to begin the turtle's trek through Chop-Chop land.

HOW TO SAVE YOUR ADVENTURE FOR ANOTHER DAY

At any time during the game, you can use the SAVE GAME FEATURE by simultaneously pressing the CONTROL and the S Key. The screen will briefly flash "SAVING GAME" to confirm your command.

The SAVE GAME FEATURE allows you to save your game status as you progress from one level to the next. You can use the SAVE GAME FEATURE at any time and as often as you wish, but only one game status is saved. Each time you save a game, the current game status replaces the last saved game.

The next time you re-boot the game, you can select CONTINUE A SAVED GAME on the introduction screen and return to the same location in New York where you finished your last adventure.

STARTING A SAVED GAME

When you first load the game, you will be asked whether you wish to: START A NEW GAME or CONTINUE A SAVED GAME.

If you select CONTINUE A SAVED GAME, you will resume playing the game from the point where you last used the game save option.

If you select START A NEW GAME, you will play the game from the beginning of the adventure.

ENDING YOUR MISSION

When you are ready to sleaze-out of the sewer, simultaneously press the CONTROL and Q Keys. You will then be asked whether you wish to: START OVER or END.

If you select START OVER, you will restart the game at the beginning of the first level. You will not need to re-enter the password or reset any game configurations.

If you select END, you will have a last chance to save your game status before quitting.

If you select YES, to the SAVE GAME question, your current status will be saved for future use.

If you select NO, to the SAVE GAME question, your current status will not be saved and the adventure will come to a shell-crushing halt.

GAME CONTROLS (FOR ALL COMPUTER SYSTEMS)

During the game, press:

Key	Function	Action
CTRL P	Pause	Toggle Pause On and Off.
CTRL B	Background Music	Toggle Background Music On and Off.
CTRL E	Sound Effects	Toggle Sound Effects On and Off.
CTRL S	Save Game	Save the game at the current status.
CTRL Q	Quit	Ends the game and returns to DOS.
SPACE BAR (TAB For IBM)	Weapons Select	Toggle between standard weapon and special weapon (i.e. Boomerang). If the special weapon runs out of ammo, you will automatically revert to the turtle's standard weapon.
RETURN KEY (ESC for IBM)	Special Features	Displays the Information Screen.

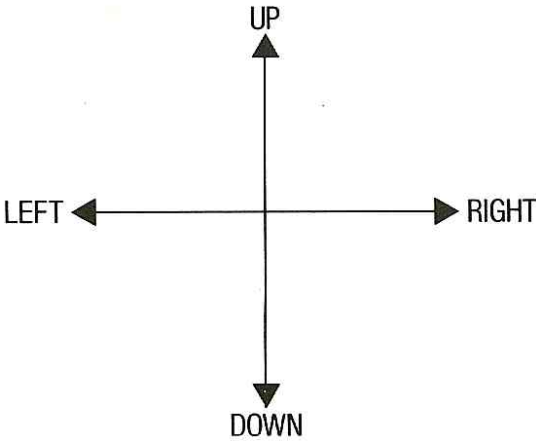
JOYSTICK CONTROLS

Joystick moves the turtle hero in four directions.

COMMODORE AND AMIGA ATTACK CONTROLS

Joystick Fire Button

Press and quickly release to fire active weapon. To jump, press and momentarily hold the Fire Button down.



IBM ATTACK CONTROLS

If you're using the keyboard instead of the joystick, use the keys to control your turtle's movements. To fire the active weapon, press the **SPACE BAR**. To jump, press **RETURN**.

If you're using a joystick, press Fire Button 1 to fire active weapon, and Fire Button 2 to jump.

7	8 ^	9
< 4	5	6 >
1	2 v	3

TO SWIM

Use the joystick (or IBM Keyboard Controls) to maneuver underwater. To increase your swimming speed, press the Joystick Fire Button rapidly (Commodore & Amiga) or Joystick Fire Button 2 or **RETURN** (IBM).

TO PARTY DOWN IN THE PARTY WAGON

To enter the Party Wagon, stand next to it and press the **ENTER** key (AMIGA), the **COMMODORE** key (COMMODORE), or the **TAB** key (IBM).

Once inside, use the joystick or IBM Keyboard Controls to cruise around. If using a Commodore or Amiga, press the **SPACE BAR** to toggle between Anti-Foot Clan Missiles and the Vulcan Cannon. Press the Joystick Fire Button to launch these weapons. If using an IBM, press Joystick Fire Button 1 or **RETURN** to launch Anti-Foot Clan Missiles. Press Joystick Fire button 2 or the **SPACE BAR** to fire Vulcan Cannons.

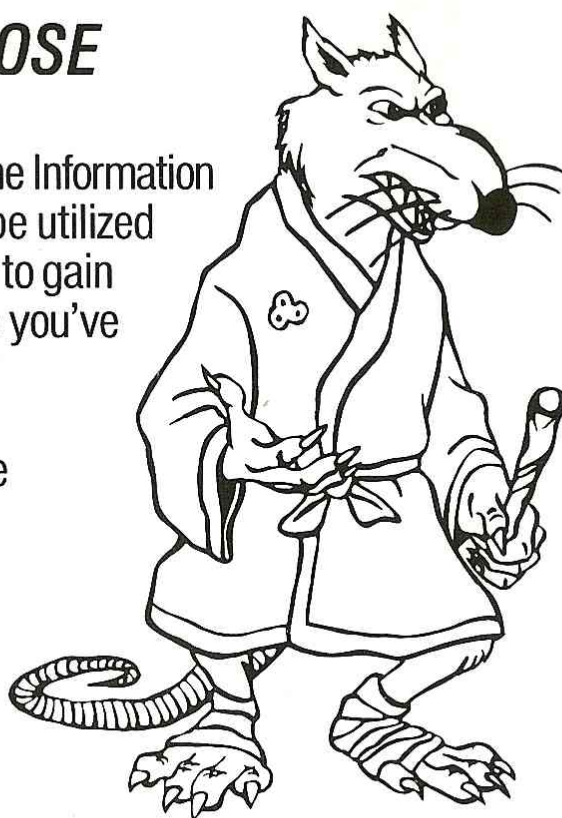
To exit the Party Wagon, press the **ENTER** key (AMIGA), the **COMMODORE** key (COMMODORE), or the **TAB** key (IBM).

SPLINTER'S MULTI-PURPOSE INFORMATION SCREEN

The first screen that will appear is the Information (AKA: INFO) Screen. This screen should be utilized throughout your quest, to read maps and to gain useful hints from Splinter and April (once you've rescued her).

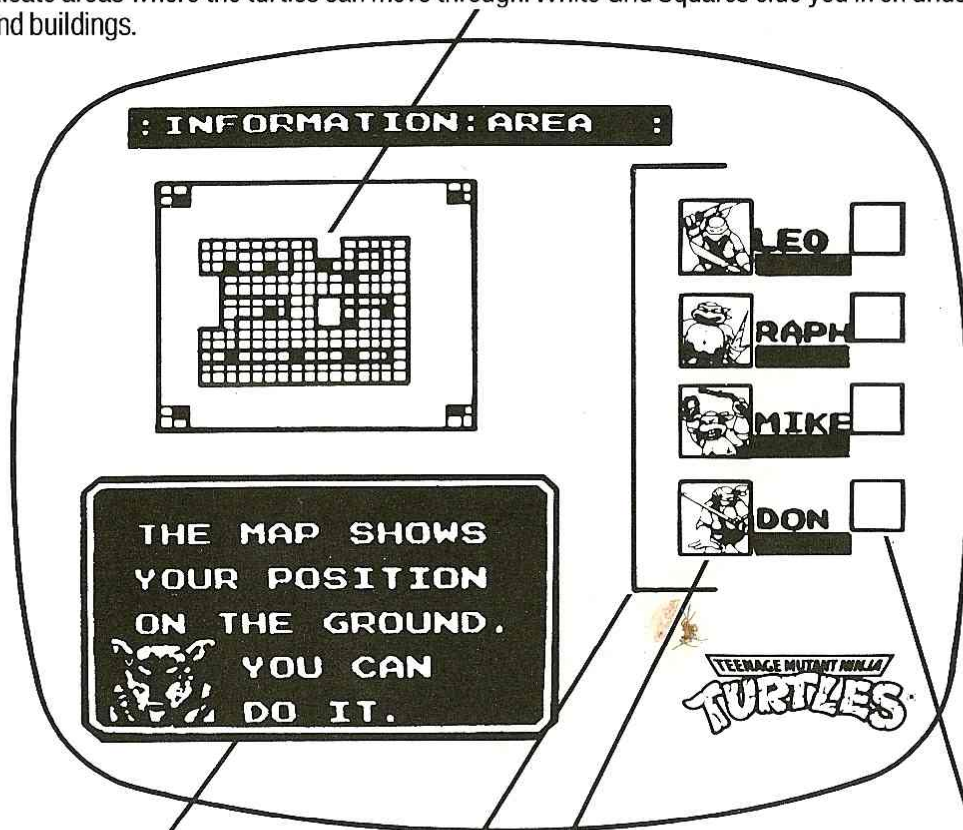
From the Info Screen you'll also choose the turtle you wish to guide. Move the joystick (or IBM Keyboard Controls) Up or Down to select a turtle, then press the Joystick Fire Button to lock in your identity. If you're using the IBM Keyboard Controls, activate your turtle by pressing the **RETURN** key.

During play you can return to the Info Screen by pressing the **RETURN** Key (Amiga & Commodore) or the **ESC** Key (IBM). This is crucial to remember, since you'll gain important advantages by matching each turtle's strengths with those of the various enemies.



Area Map

Displays diagram of the level you're exploring. Your location is highlighted by a flashing white dot. Red Grid Squares indicate areas where the turtles can move through. White Grid Squares clue you in on underground passages and buildings.



Messages from your loyal friends

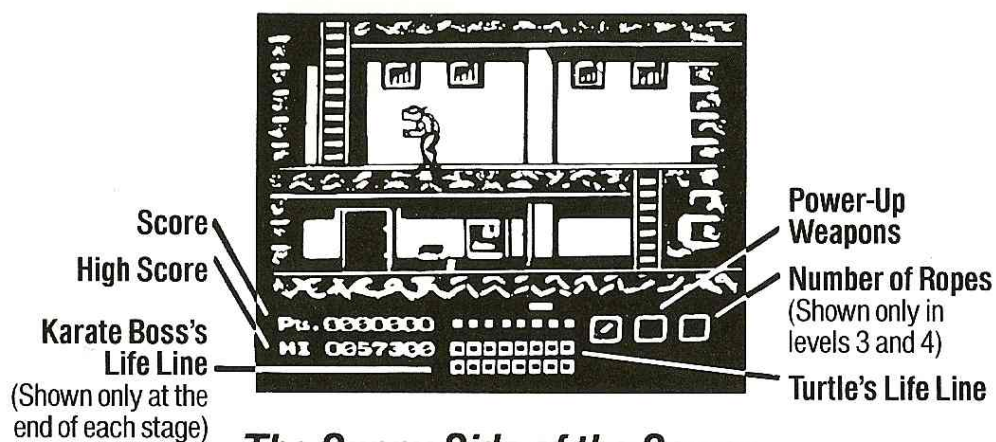
The Turtles
Leonardo, Raphael,
Michaelangelo
and Donatello.

Weapons
each turtle is
currently using

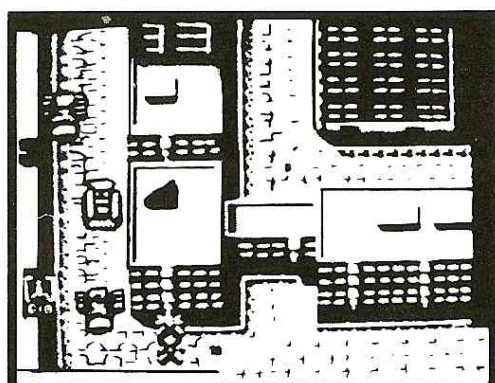
Turtle Data

Colored graph indicates the turtle presently on the prowl.

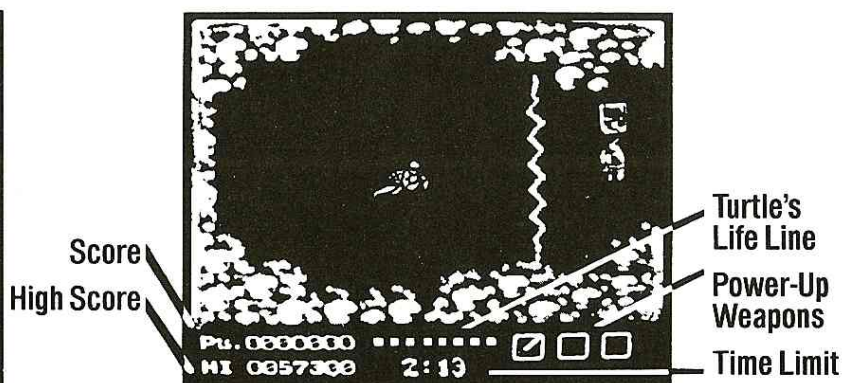
DEATH DEFYING SCREENS



The Sunny Side of the Sewer

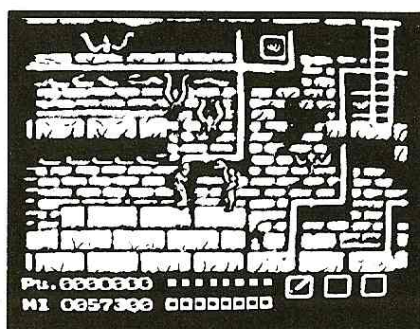


The Streets of New York

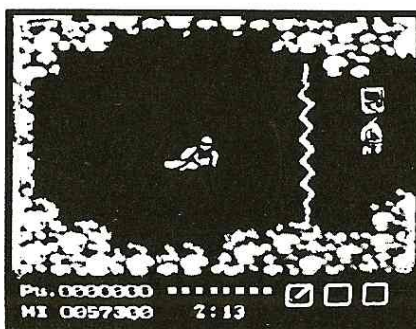


The Criminally Polluted Hudson River

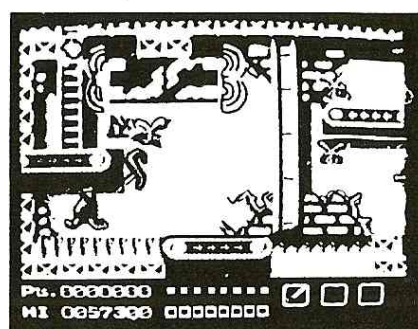
NEW YORK, NEW YORK (A TURLIN' TOWN)



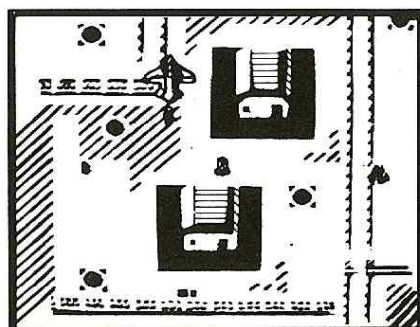
**Fifth Avenue/Greenwich Village
(Level 1)**



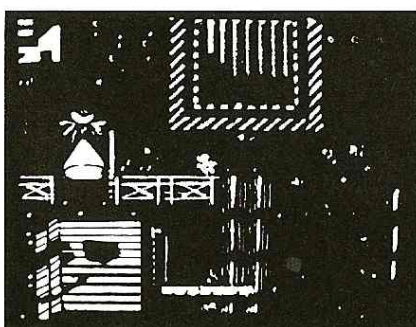
**Hudson River near the
Holland Tunnel
(Level 2)**



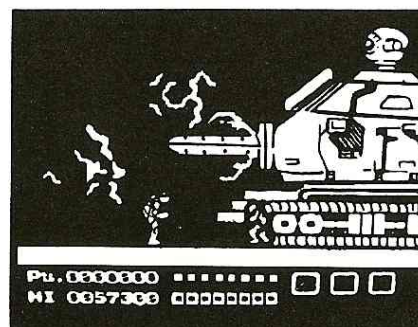
**Wall Street
(Level 3)**



**JFK International Airport
(Level 4)**



**Shredder's Base inside the
South Bronx (Level 5)**

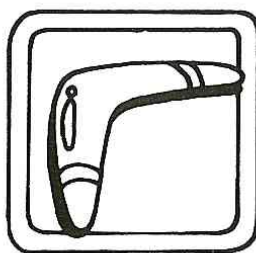


**The Technodrome
(Level 6)**

PIZZA AND OTHER LIFE SUSTAINING GOODIES



The Party Wagon



Boomerang

If you catch the boomerang on its return, you can use it again and again.



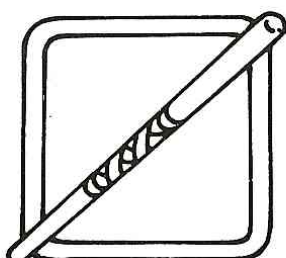
Mr. Invincibility

Locate one of these, and you'll find yourself indestructible for a limited period of time.



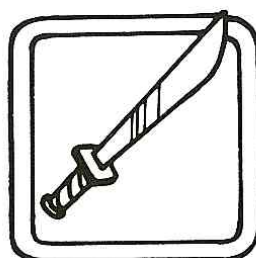
Nunchukus

Michaelangelo's weapon.



Bo

Donatello's weapon.



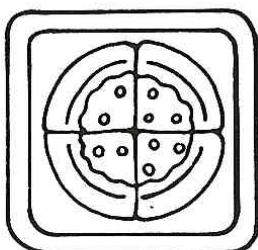
Katana Blade

Leonardo's weapon.



Sai

Raphael's weapon.



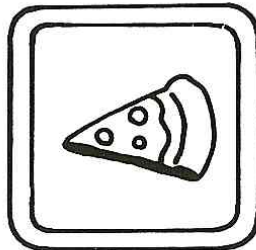
Whole Pizza

Totally revitalizes your turtle.



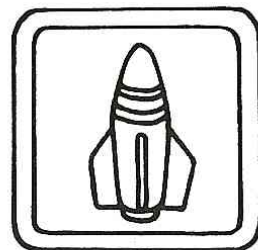
Half Pizza

Returns a portion of your prowess.



Slice O' Pizza

Restores a slice of life.



Anti-Foot Clan Missile

Perfect for demolishing enemy barricades in Level 3.



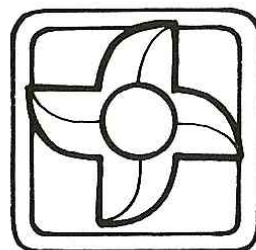
The Rope

Use in Levels 3 and 4 to leap from building to building.



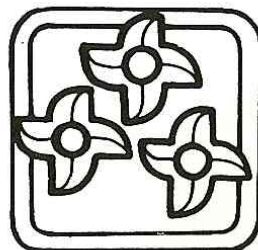
Kiai

When thrown, it travels in a straight line, decimating enemies in its path.



Single Shuriken

Hurl these gruesome weapons one by one.



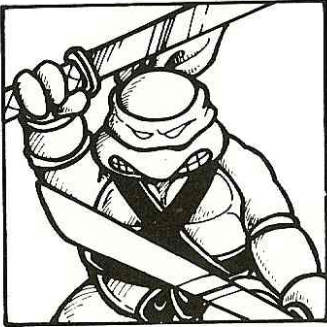
Triple Shuriken

Toss in trios.

THE TURTLES (NOT TO BE CONFUSED WITH THE BEATLES!)

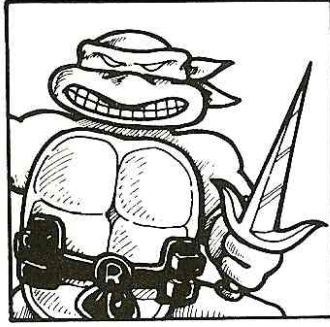
The fab four of Karatedom await your beck and call. These jammin' dudes, stars of stage, screen and comic books, are pumped full of pizza power. Each has a different skill and a unique personality. You must decide when is the best time to control each turtle.

Return to the Info Screen to switch turtles from situation to situation. Remember: These Samurai sidekicks are only as gifted in the ancient art of warfare as you.



LEONARDO™

Leonardo's primary weapon is the hair splitting Katana Blade. He's most effective when attacking sewer enemies, especially ones that lurk overhead.



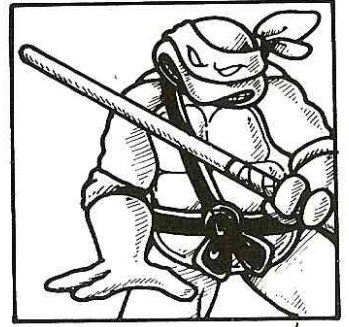
RAPHAEL™

The needle tipped Sai is Raphael's preferred attack tool. The speed and grace of his strikes are what he prides himself on.



MICHAELANGELO™

Compared to his comrades, Michaelangelo's power is only average. However, enemies around his feet usually fall prey to his Nunchukus onslaught. His courage will also amaze you.



DONATELLO™

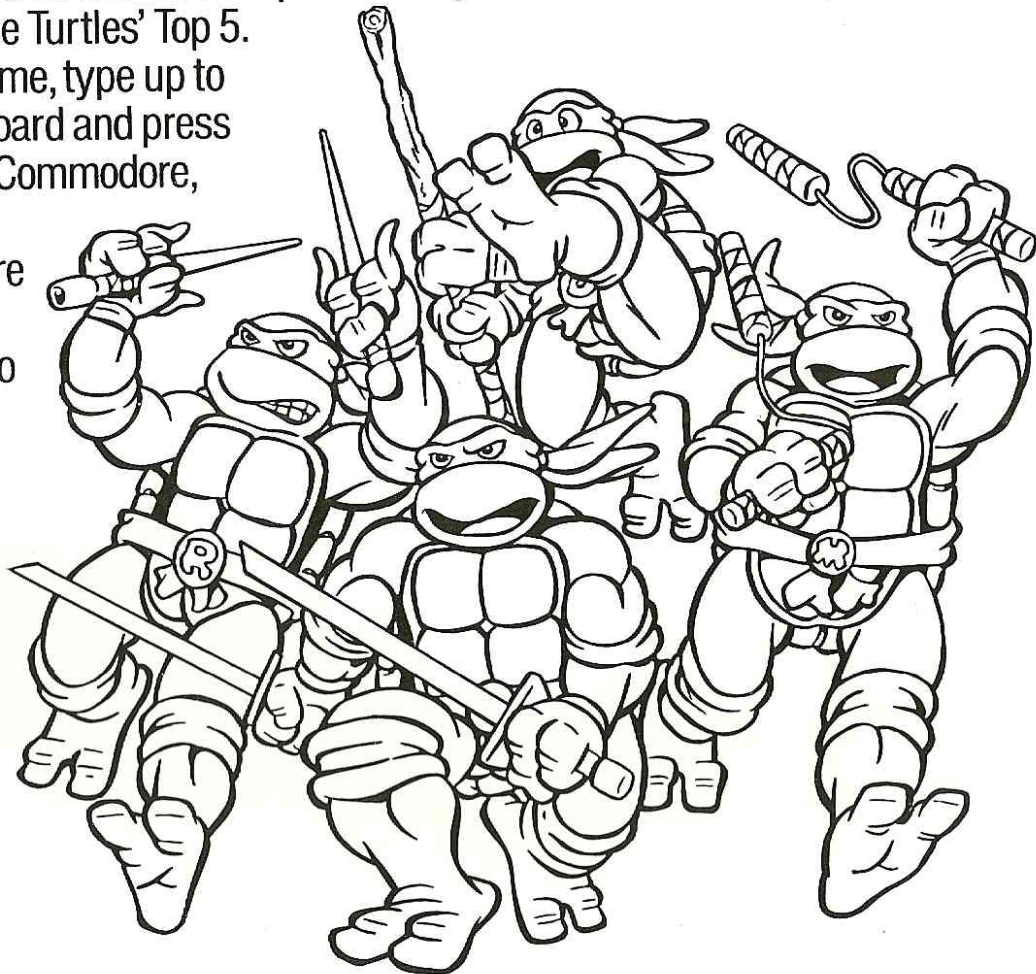
The dreaded Bo (not to be confused with everyone's favorite Halfback/Left Fielder) is Donatello's form of amusement. Don't be fooled by the fact that it looks like a simple stick, because this baby can take out enemies from both above and below.

THE TURTLES' TOP 10

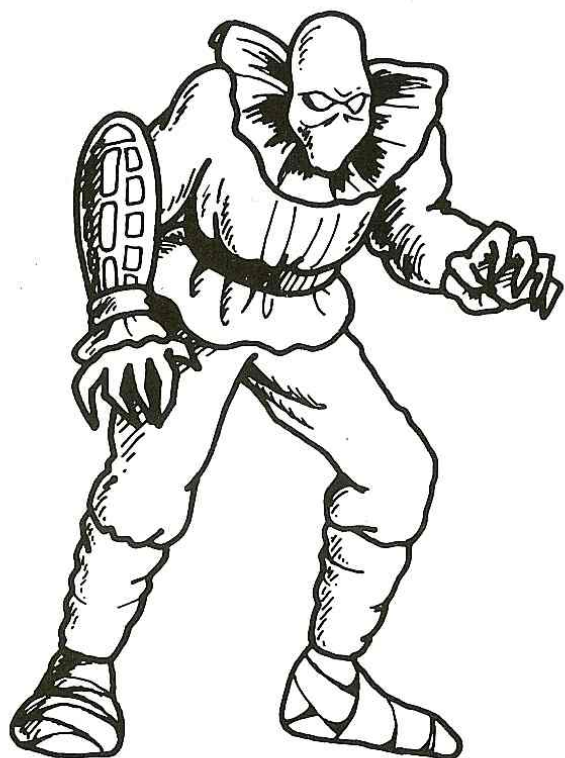
At the end of the game, if your score ranks among the 10 best, you'll be able to enter your name on the Turtle Top 10 List. If you own a Commodore, the list will only include the Turtles' Top 5.

To enter your name, type up to 10 letters on the keyboard and press the RETURN Key. (On Commodore, type up to 3 letters.)

If you fail to score in the Top 10, you'll automatically return to the beginning without stopping by this illustrious screen.

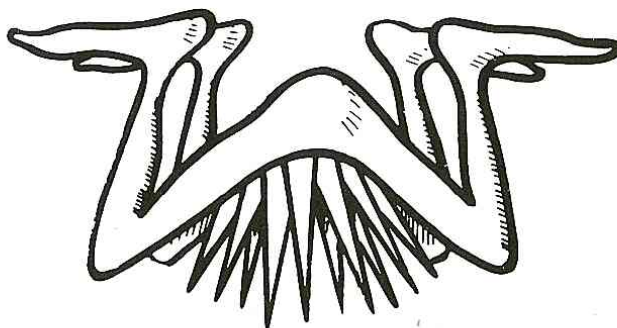


ENEMIES GALORE



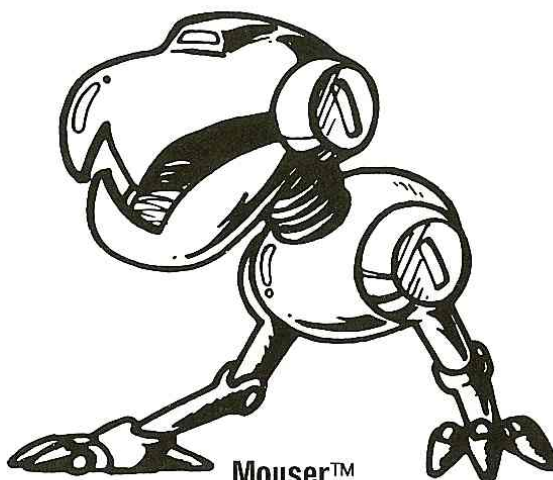
Foot Clan Foot Soldier

Following in the thousand year tradition of karate combat, he's a killing machine blindly guided by Shredder's commands.



Stick 'Em Up (AKA: The Roof Leaper)

Ignorant to the force of gravity, this pesty sewer thug (the product of a horrible chemical spill) pounces about on ceiling pipes, waiting to rain terror from above.



Mouser™

With jaws capable of crushing iron sewer grates, the Mouser is Splinter's prime enemy and the turtles' smallest threat.



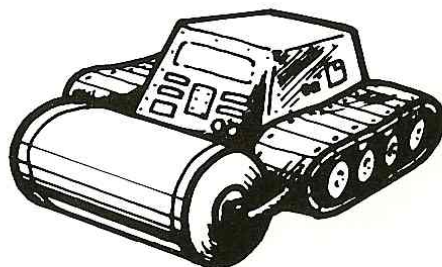
Fire Freak

An ex-pyromaniac from Brooklyn, this hot dog takes careful aim before launching fireballs that turn into clones of himself.



Searchlight Mechanism

If this hovering scoundrel spots you, watch out!

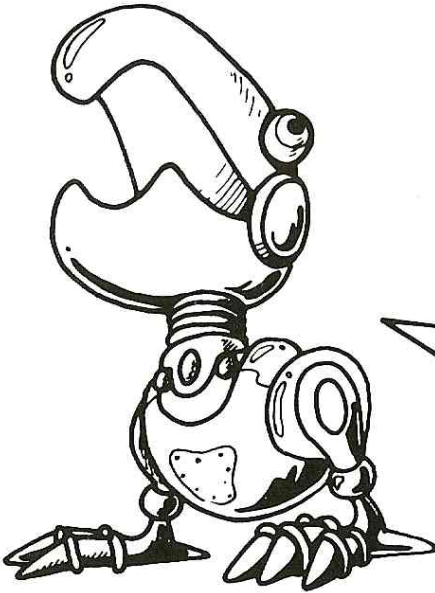
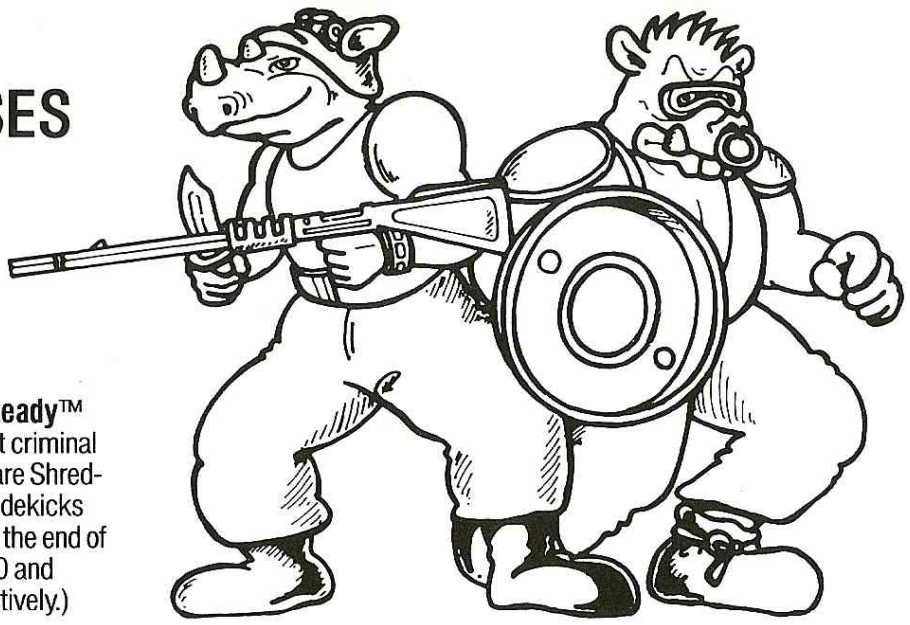


The Roller Car

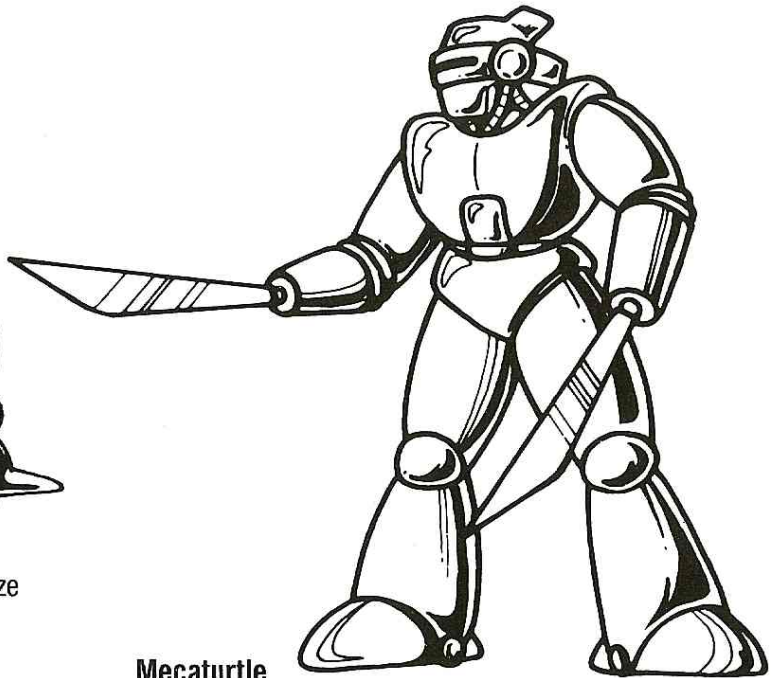
In search of turtle fodder, Foot Clan platoons tour New York's famous avenues in these Roller Cars (once used by David Letterman during his now famous "smashing" episodes).

KARATE BOSSES

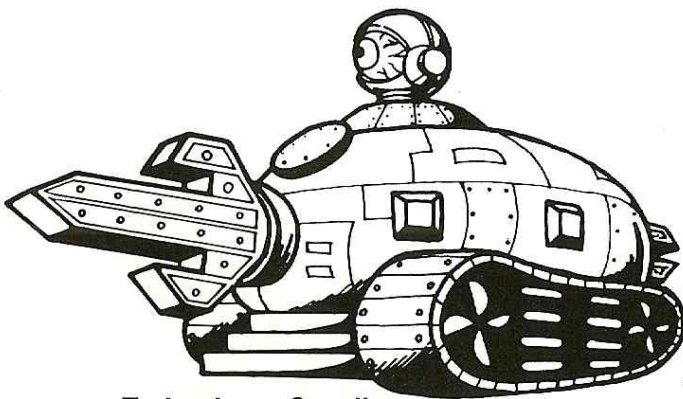
Bebop™ & Rocksteady™
Part beasts and part criminal misfits, these guys are Shredder's most trusted sidekicks and the enforcers at the end of Level 1. (Value 4,000 and 5,000 points respectively.)



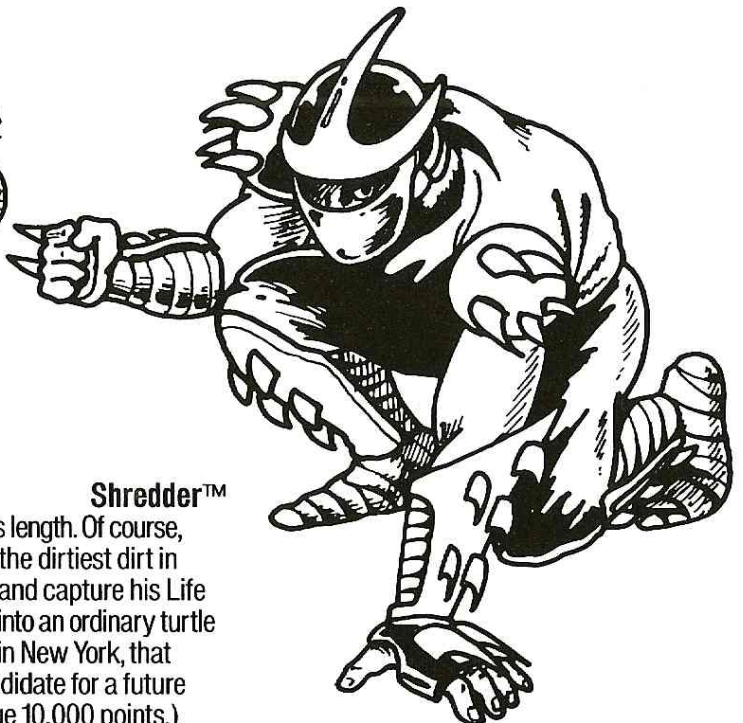
Big Mouser™
Ruler of Level 4, he turned to a life of sleaze after being booted from the Mouseketeer Club. (Value 8,000 points.)



Mecatortle
Appearing like your average turtle, this Level 3 commander will show his true colors if you do him any harm. (Value 6,000 points. Value 7,000 points if destroyed after his transformation.)



Technodrome Guardian
Level 5's mobile stronghold, this roving ruffian will zap you senseless unless you aim for his eyeclops radar. (Value 9,000 points.)



Shredder™
At last, your arch enemy at arms length. Of course, he's the meanest of the mean, the dirtiest dirt in town. If you fail to destroy him and capture his Life Transformer Gun, he'll turn you into an ordinary turtle—and considering all the cars in New York, that would make you a leading candidate for a future road kill. AAAAAAARGH! (Value 10,000 points.)

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M81002

TEENAGE MUTANT NINJA TURTLES' PASSWORD BOOK

	A	B	C	D	E	F	G	H
01	0170	1109	9770	0533	0138	1221	0610	0049
02	8272	1192	8788	1066	0661	8266	0165	0082
03	9828	0690	0217	8428	0119	9275	8733	9230
04	8810	0053	0154	1101	0550	0019	0137	9284
05	9902	1751	9963	8949	0290	8445	1150	0575
06	0589	8358	1235	0617	8244	0370	9808	8742
07	8301	9392	8795	1069	8854	8267	0165	8274
08	9808	0683	0213	1258	0029	9274	0669	0078
09	1620	1708	9941	9902	0797	1274	1789	0638
10	0657	9288	8868	9298	1705	8788	1194	9941
11	9779	0537	8132	8390	9315	8753	8216	6332
12	1096	9892	1618	0681	8404	0234	9313	8762
13	0089	8264	1110	9771	8785	9334	8901	1122
14	1710	1623	1707	9941	0746	9461	1786	0637
15	0549	9362	8905	0100	1392	8793	9260	0662
16	0721	1128	1716	9818	0685	9430	1771	0629
17	1769	9844	8850	9437	8942	1143	1723	8797
18	1273	9280	9854	9919	8937	8431	1271	1659
19	9431	9835	8707	1178	8909	1126	0691	1113
20	1566	0655	0199	9443	0625	0056	8148	9294
21	8706	1153	9920	1632	9904	1752	0748	1270
22	1146	9917	0606	0175	1219	9836	0565	0154
23	8416	8412	8312	1064	1566	1551	9862	9923
24	0683	1109	1706	9813	0682	0213	1358	0623
25	8813	9290	1696	8784	1192	0724	1130	0693
26	1180	1746	0617	0180	0218	9335	9282	9839
27	8725	8338	9413	1634	1585	1688	0716	9486
28	1570	8725	0128	0197	1102	0561	0024	0140
29	1108	9898	1621	9898	1749	0746	1269	0762
30	9793	0544	0144	8392	0380	0050	1049	9740
31	1579	9877	9930	9957	1770	1785	1788	0766
32	0251	0126	9279	0543	9231	1571	0579	1185
33	8282	9261	0534	1035	1669	9794	9889	0720
34	0005	0002	8193	0000	0000	8192	0008	0000
35	0004	0002	0001	9216	0512	9216	1664	0576
36	0005	8322	9281	0544	1040	8840	0068	0162
37	1260	9874	0635	9405	8926	9327	1719	8795
38	1605	9762	9873	0712	1262	8946	0121	9404
39	0238	8311	9275	9757	1550	8899	1219	9953
40	8271	1191	9811	1577	0660	8394	9445	9842

	I	J	K	L	M	N	O	P
01	0152	0076	9254	0531	9225	8836	9282	8865
02	1065	0532	0010	9349	9794	0545	1168	1736
03	8839	1091	8865	1104	9896	8788	0170	1237
04	9762	9745	8840	1220	8930	1137	9912	1628
05	1055	9871	0583	0163	1233	0616	9268	9882
06	1171	1737	8804	9394	9945	8812	1206	8923
07	8233	0020	1034	8709	9219	0641	1088	1696
08	1193	0595	9257	0660	9290	8860	9298	1705
09	0191	0223	9327	0567	0027	1165	0562	9251
10	8810	0181	1242	1645	0566	0185	0205	9318
11	8262	1059	8721	8200	9348	8770	1057	8848
12	0029	1166	1607	0547	9351	0712	9316	8882
13	1713	1624	0654	9430	0747	9133	8890	9309
14	1214	0735	0111	9199	0603	0045	1174	9893
15	8267	8387	9298	8743	1044	1674	8773	9378
16	8378	9437	0622	1079	1601	8805	8678	9427
17	0174	9431	1643	9781	1690	9933	1766	0755
18	1597	0670	9423	0743	9331	1721	0604	8366
19	9900	9814	9899	8917	8426	8437	1146	1597
20	0551	8211	8329	0058	8228	8209	9224	1840
21	0763	9331	9918	9823	1711	8918	1259	0757
22	8397	0102	0051	1049	9740	0714	9859	8897
23	0737	1284	8962	9340	0702	1119	8379	9303
24	0058	0157	0075	0019	0019	9225	0516	9218
25	9306	0685	0086	1195	0897	9258	8877	0586
26	1165	8902	9313	0489	8280	8364	9302	1579
27	0785	9337	8992	9310	8519	8274	0363	1109
28	9286	0847	9233	8840	9284	8866	1105	8872
29	0125	0190	0095	0847	9239	0523	0005	1154
30	0818	9347	8897	9312	8880	8200	1196	1622
31	9471	9983	9855	1727	1759	1772	0753	0251
32	0720	9320	9908	0002	1197	8918	0107	0181
33	1256	8946	0122	0189	8268	0037	0023	8203
34	1024	0512	0000	0128	0064	0032	0016	0008
35	1184	0720	0104	0180	0090	0045	9238	0523
36	1105	9768	0532	9354	1733	8826	1713	0728
37	1197	0726	8299	0181	9308	8749	0022	1163
38	1630	9775	8855	9419	1765	1630	8889	0220
39	1648	9912	8924	0238	1271	8827	9277	0670
40	1593	1692	1742	9959	9971	9977	1758	8958